



2 each of said dependent display regions is formed as a polygon; and

3 said player is awarded a prize if said plurality of said dependent display regions displaying  
4 said predetermined symbol position history are adjacent to each other, each of said polygons being  
5 separated by a polygonal side of said adjacent polygons.

1 5. A game machine as described in claim 1, wherein:

2 each of said display regions is formed as a polygon; and

3 said player is awarded a prize if said plurality of said display regions displaying at least one  
4 type of said symbol in said display module are adjacent to each other and are separated by a  
5 polygonal side of said adjacent polygons.

1 6. A game system comprising:

2 a plurality of game machines, each of said game machines comprising a display module with  
3 a plurality of display regions wherein, when a game starts, a plurality of types of symbols that were  
4 statically displayed in said display regions are changingly displayed and said symbols that are  
5 changingly displayed are again statically displayed in said display regions;

6 each of said game machines further comprising a recording module recording information  
7 about a position of one of said display regions in said display module in which a predetermined  
8 symbol is statically displayed, each time said predetermined symbol is statically displayed in one of  
9 said display regions of said display module, while said symbols are alternately changingly displayed  
10 and then statically displayed, repeatedly; and

11 each of said game machines further comprising an evaluation module evaluating whether a  
12 fixed relationship is formed in a position history of said predetermined symbol based on said  
13 recorded position information; and





2 each of said dependent display regions is formed as a polygon; and

3 said player is awarded a prize if said plurality of said display regions displaying at least one  
4 type of said symbol in said display module are adjacent to each other and are separated by a  
5 polygonal side of said adjacent polygons.

1 13. A game system as described in claim 6, wherein a player using said game system is  
2 awarded a prize if said position history contains said fixed relationship.

1 14. A game system as described in claim 6, further comprising a dependent display module  
2 comprising a plurality of dependent display regions arranged in a one-to-one correspondence with  
3 said display regions of said display module;

4 wherein said dependent display module displays said predetermined symbol position history  
5 based on said recorded position information on said dependent display regions corresponding to said  
6 display regions on which said predetermined symbol was displayed statically.

1 15. A game system as described in claim 6, wherein:

2 each of said dependent display regions is formed as a polygon; and

3 said player is awarded a prize if said plurality of said dependent display regions displaying  
4 said predetermined symbol position history are adjacent to each other, each of said polygons being  
5 separated by a polygonal side of said adjacent polygons.

1 16. A game system as described in claim 6, wherein:

2 each of said dependent display regions is formed as a polygon; and

3 said player is awarded a prize if said plurality of said display regions displaying at least one



7 information on said dependent display regions corresponding to said display regions on which said  
8 predetermined symbol was displayed statically.

1 20. The method as described in claim 17, further comprising the steps of:  
2 forming each of said display regions as a polygon; and  
3 awarding a prize to said player if said plurality of said display regions displaying said  
4 predetermined symbol position history are adjacent to each other, each of said polygons being  
5 separated by a polygonal side of said adjacent polygons.

1 21. The method as described in claim 19, further comprising the steps of:  
2 forming each of said dependent display regions as a polygon; and  
3 awarding a prize to said player if said plurality of said display regions displaying at least one  
4 type of said symbol in said display module are adjacent to each other and are separated by a  
5 polygonal side of said adjacent polygons.

1 22. The method as described in claim 17, further comprising the step of connecting said  
2 game machines to a shared display module by way of network communications, said shared display  
3 module comprising a plurality of shared display regions arranged in a one-to-one correspondence  
4 with said display regions of said display modules of said game machines and displaying said position  
5 history of said predetermined symbol based on said position information recorded by said game  
6 machines on said shared display regions corresponding to said display regions at which said  
7 predetermined symbol was statically displayed.